

REVIEWED: *PSX *WII *XBOX *TURBOGRAFX-64 *SEGA *GAMEBOY *TURBO *MSX/DOS

ELECTRONIC GAMING

MONTHLY

NUMBER 12

Ryu Returns to Battle Evil in
**NINJA GAIDEN 2:
The Dark Sword of Chaos**



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NINJA GAIDEN 2: THE DARK SWORD OF CHAOS



Super Genesis
Preview:

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GM-2

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We travel to Japan once again to bring you a peek at the latest softs available for play!



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Participate in the most bizarre game show in history as you step up as a contestant on SMASH TV!



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EGM GAME-OF-THE-MONTH!!! Tecmo's NINJA GAIDEN 2.....51

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ELECTRONIC GAMING EXPRESS....28

Be prepared to view the exclusive first pictures of what may eventually prove to be the ultimate Nintendo peripheral from Canadian game masters, Camerica! Check out the Nintendo CD-ROM player that will allow you to play games on CDs that plug right into your Nintendo! You'll also find a test drive of SNK's new 16-Bit console, the NEO-GEO and the games it plays!

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The Genesis/Turbo Debate Concludes...

Which is better, the NEC TurboGrafx-16 or the Sega Genesis? That was a question we asked four issues ago, and after careful evaluation of both machines and the games they played, we picked our favorite. Picking favorites is always a difficult task for any editor, since one side is perceived as a victor and the other as a loser. This article was no different, and the consequences of our decision went far-beyond normal boundaries.

For supporters of the TurboGrafx, the system that ranked behind the Genesis in terms of play appeal and good game support when the article was written, the reaction was not warmly received. Despite the fact that we stated our position clearly, indicating that great softs can turn any system around, several manufacturers withdrew their advertising and branded EGM as anti-TurboGrafx.

We originally decided to run these articles because hundreds of readers had requested our opinions as game players. EGM, unlike other gaming mags, is written for the end-user, not the game companies. As game players ourselves, we pride ourselves on featuring info and softs that will be appealing to other gamers like you. Although it has been controversial in the past, we feel that it is more important to give games appropriate ratings instead of labeling every cart a hit! Being honest to you will not only enable you to get a better bang for your buck, but it will also let manufacturers get a better understanding of what game concepts are stronger than others.

Most game manufacturers have been able to appreciate the important role that EGM plays to today's game playing public. NEC in particular, a company which found itself trailing in the comparison, has continued to support EGM with both editorial and advertising support, recognizing that, despite the feelings of others, that EGM will remain behind the Turbo system and do everything possible to promote the games it plays. We showed this initially by allowing you to sound off your opinions, which has proven quite enlightening for all of us. Having an opinion and not comparing games and systems for fear of losing objectivity is a poor excuse for not telling the truth, and EGM readers know that this magazine is here to serve their interests and help them get more out of video gaming. Although it is much harder for us to remain objective in the face of less controversial publications, it is our goal not to waiver from this philosophy.

With dozens of new Turbo games coming from Japan, the NEC system is sure to pick up much more support. With several other hardware units set to debut soon we most certainly will re-address the system debate in the future. You can rest assured that no matter what the outcome of such a comparison is, we'll give you a fair game player's opinion and, most of all, tell the truth.

STEVE HARRIS
Editor

Bionic Commando. Experience the Power of a One-Man Army.



Get set for rapid fire action as you're transformed into the Bionic Commando. This best-seller from Capcom is a dynamic adaptation of the original arcade classic.

Expect an onslaught of challenges and extraordinary graphics when you battle enemy forces in their futuristic lands. Your powerful extending bionic arm and incredible arsenal of weapons gives you all you need to become an unstoppable one-man army.

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TO MMC OR NOT TO MMC...

Your magazine is by far the most intelligently written video game publication. You really cover every aspect of video gaming thoroughly and it's always interesting. It beats Time and Newsweek any day!

Now that I've buttered you up, I'd like to know more about the new Memory Mapping

Chips for the NES games. The NES games are much better now thanks to this technology. Can you please keep us informed on upcoming NES games which will employ the MMC-3, MMC-5 and MMC-6. True arcade-like graphics will be great on the NES and I can't wait to hear more about these games.

S.A.E.

(ed. The advanced MMC technology that Nintendo is unveiling does appear to be adding to the games we play. For more rumors on what the MMC-5 capabilities are, check out Quartermann's column. Currently, however, many games appearing are going to a MMC-3 chip. Some of the titles that are supposedly using the MMC-5 include Hal America's Lolo 3, and Konam's Crime Fighters.)

THE NAME GAME

I have a question that many other people probably have. WHY can't Sunsoft's 16-Bit Batman be released in the U.S.? How did Sega get permission to release Double Dragon for the Master System? Why does TurboGrafx have Sega's Fantasy Zone and Space Harrier? Is Nintendo afraid that if the 16-Bit Batman shows up everybody will stop buying their Batman? Come to think of it, that's probably the reason.

Mike Calaguas

(ed. It's not so much a question of whether or not Sunsoft or Nintendo want to release a 16-Bit version of Batman, as it is the contractual obli-

gations that are made in many deals to secure a hot license like Batman. Also, Nintendo's standard contracts prohibit the development of game software on competing formats until after a two year clause has passed. While this may seem unfair, it unfortunately is all part of business in NintendoLand.)

GENESIS CD-ROM?

I have purchased your magazine for a couple of months now and I think yours beats them all! I own a Genesis system and I was wondering if the rumors regarding a Genesis-compatible CD player are true. It is, I'd like to know more about it. Also, I wanted to say that all your colorful articles about the newest games and info are great in helping me pick the best games. Keep up the good work and keep adding more Genesis info and new game releases.

Randy Gould

(ed. While we've heard rumors of a Genesis CD-Rom player for some time (even that it can also play Turbo games), the only peripheral that has been unveiled in Japan is a Floppy Disk system that works with the Genesis keyboard/computer unit. Although a CD-Rom system is probably in the works, the wise leaders of Sega have privately told us that they don't intend to bring out a peripheral that costs more than the system itself. With current costs in mind, it will most likely be some time before we see anything like it.)

SCORING DOWN UNDER

Congratulations on a great magazine! I am writing to see if you could send me a list of the High Scores in the U.S. Since I live in Australia, I often wonder how I compare against your best.

Nam Ng



The Phantasy Continues

I'm writing to ask a couple of questions and to make a couple of comments. First, I recently complete Phantasy Star 2 and it had a real cliff hanger ending. So I'm curious about Phantasy Star 3 and whether or not it will be out within a year or what. I'm also curious about Vermillion. Is it better than Phantasy Star (unlikely) and when is it supposed to be released? Lastly, your article on the Neo-Geo system made me wonder if this little gem will come to America and if it does, what's the price.

John Lawrence

(ed. First of all, Sega will be unveiling the third installment in the Phantasy Star trilogy next January. This six-meg plus battery sequel features a larger storyline, more great graphics and even some nice extras like backgrounds in the battle sequences. For a complete description and tons of photos of this hot new game, pick up the premiere issue of Mega Play, our all-Sega magazine now at the newsstand! As far as Vermillion is concerned, this new adventure/RPG combines side-scrolling action with some first-person sequences that really pack a lot of power into the game's six meg memory. This game is going to be Sega's big focus this fall, so expect an October in-store date. As far as Neo-Geo is concerned, there have been rumors that the system will be released in the U.S. with a \$499 price tag, but the real question is not the price of the machine, it's the softs that run up to \$200 in Japan - we'll keep you posted!

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AND
ARNOLD PALMER
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THEY ALL PLAY BA



TOMMY LASORDA BASEBALL™ Review the stats and coaching reports to select your line-up. Pick a pitcher with the stuff to face the opposing batters. Select pitches. Change them mid-pitch. Bunt or swing away. Shift your fielders. Put in a pinch hitter. Or change your rotation between games. If you can think of it, you can do it.



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depth and quality of play beyond the capability of any 8-bit system. But, then, when you remember that it comes from Sega,® the master of arcade entertainment, you might just say you knew that's the way it would be all along.

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**S
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This month Steve has been concentrating on a load of new Mega Drive games from Japan. Also high on his list are Narc, After Burner 2 and Double Dragon for GameBoy!

**E
D**

In anticipation of the CES show in Chicago, Ed is currently blasting his way through prototype copies of Super Monaco GP and Splatterhouse for Turbo!

**M
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While Martin says he had a lot of fun with Bloody Wolf on the Turbo, we've seen him sneaking into the Genesis bin to take on Michael Jackson more and more!

**S
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X**

Our new addition to the Review Crew, the anonymous Sush-X is a game playing veteran of nearly a dozen years! His wit and wisdom are welcome to the Crew!

**Nintendo - Tecmo
Ninja Gaiden 2**

Type: Action Release: Now
Levels: 7 Difficulty: Avg.



The sequel to the smash hit of '89, finally hits the NES! Ninja Gaiden continues the adventures of Ryu Hayabusa as he works to destroy evil and rescue the pretty Iroha.

A new master of darkness, Ashtar, has resurrected the dead armies of Jaquilo and plans to take over the world with the new Sword of Chaos. New intermissions, characters and storylines compliment action familiar to Ninja Gaiden fans.

Ninja Gaiden 2 lives up to its predecessor in game play and surpasses it in graphics and intermissions. Part two has more varied different environments and more shadow Ninjas. Although the power-ups are missing, the game is great from beginning to end!

Probably the best sequel ever made with near-perfect graphics, challenging game play and intermissions which induce you to always go round further. Other than the cutout game play in high levels, Ninja Gaiden 2 is as good as an action game can get!

Unbelievable! This has got to be the best looking Nintendo game ever made! The backgrounds are spectacular and the cutout displays are absolutely amazing. Excellent game play makes this the sequel one of the best new games of the year! A truly AWESOME challenge!

There's no denying the fact that Ninja Gaiden 2 is a superb game. It outdoes the original in every department. It's a challenge and the intermission and story are terrific. Using the same characters were in the first game is a let-down, but it's still worth the price of admission.

**Nintendo - Capcom
Rescue Rangers**

Type: Action Release: June
Levels: 8 Difficulty: Avg.



Rescue Rangers teams up Chip and Dale in a multi-event, multi-scrolling action/adventure. Either one or two players cooperate or compete simultaneously for bonus items as the heroes look to survive while rescuing their main girl, Gad-get.

Like previous Disney titles for the NES, this Capcom game offers the best graphics and game play for both young and old players alike.

Every part of this game, from the graphics to the sound to the game play, is well done. The only Rescue Rangers only fails in terms of challenge and difficulty. Like the other Disney games, Capcom has had a great cart by making it too easy. A great package that ends too quickly.

As a player's game, Rescue Rangers is outstanding. Most of its true-to-Disney animation and good control. The game play is challenging and proves to be more difficult than previous Disney titles from Capcom, and should prove appealing to those who can get past the kiddie-theme.

Capcom does it again with another Disney title that just looks like a kiddie game but turns out to be one of the better Super Mario-style action games available. Great cartoon graphics and superb game play blend together giving you a cart packed with fun!

Rescue Rangers is another successful merger between Capcom and Disney. The game itself provides us with a whole lot of fun due to master, within the confines of a standard action/adventure game. You get dual scrolling, target bosses and superior 2-player interaction!

TECMO

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OF
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Nintendo - Acclaim

Bigfoot

Type: Sports Release: June
Levels: 9 Difficulty: Easy



New from Acclaim is a car racing cart unlike any other you've played before! Bigfoot is a multi-event title that features both side-scrolling and overhead scenes in a split-screen format. You can challenge a friend or the computer opponents in any of the different games which range from tractor pulls to car crushes. Advance from event to event around the country as you work your way to the final championships!

Bigfoot really disappointed me. I was a fan of Power Drive in the arcades, which this approximates, but even with a dozen rounds of play and multiple events, I never got the cart the first time I played. There are some near races, but nothing spectacular.

A decent game that is hurt by a lack of challenge and difficulty. Most players will breeze through the game in a short time. The graphics are adequate, but not spectacular and the events, although varied, aren't challenging enough to hold interest.

Bigfoot is O.K. for what it is, but the different events aren't exciting enough to really give the game outstanding. The events is the best on the NES, and Acclaim did a good job using the past events. Only slightly above-average in the end though.

While the intentions of this game are good, the execution of the idea is at fault. Your vehicle owners fully provide most of the fun, and you make too much money. The graphics are adequate but they just isn't interesting even with all the event.

Nintendo - Irem

Image Fight

Type: Shoot Release: June
Levels: 17+ Difficulty: Avg.



Adapted from a little-seen coin-op effort, Image Fight is a vertical shooter extraordinaire. All of the typical shoot-em-up elements are here, including power-up capsules that allow you to tailor your firepower to a particular area and side-car options that can be manipulated in a number of ways. Throw in four separate endings, huge Boss attacks and a built-in difficulty selector and the game rounds out.

While the graphics in Image Fight are not the best the NES has, they do provide a decent backdrop for the action. Plenty of power-ups, lots of targets and bad Bosses are a must for any good shooter, however, and this game has it.

An unbelievably intense game for the NES. The action never stops, with a large number of enemies you proceed, the game is both challenging and visually intense. With the addition of power-ups, the game holds interest and becomes more playable.

What appears to be another "me-too" shooter is really the top of the line overhead blast-em-up. Half-a-dozen power-ups and a host of enemies to shoot at, topped off with difficult Bosses at the end of each level make this a nice change of pace!

Image Fight is a nice, straightforward shooter, with all the necessary elements intact. The game splits into sub-missions after the first missions are complete, and this adds some diversity to the shoot, shoot, shoot. Lots to see and lots to shoot at.

Nintendo - Acclaim

Narc

Type: Action Release: June
Levels: 8 Difficulty: Avg.



Undoubtedly one of the most daring coin-op titles to ever appear, Narc brings the standard side-scrolling action into the world of crime.

You and an optional friend suit up as police enforcers of the future, taking on the big-time criminal Bosses in a fictional city. Confiscate drugs, avoid rabid dogs and lethal psychos as you reclaim the city from Mr. Big with your guns, missiles, weapon-filled Porsche and skill.

I miss the blood and guts of the arcade original, but even with them absent, Narc is a bold and daring title on the NES. Despite the graphics, which are merely alright, you're still left with a good action/shooter...just don't expect great graphics.

A graphically unexciting game with stick-type figures and significant screen flicker. Those expecting game play and action the arcade will not be disappointed, however the lack of attention to the graphics in the arcade is a major problem in design.

Acclaim has done a nice job duplicating the arcade version, despite the obvious graphic handicaps. Other than the toned down violence and detail, Narc plays just like the original in nearly every other way. Narc fans should love it.

You can look at this game in two ways. If you want the coin-op looks, you'll be disappointed. But if you want the game play, then NES Narc is on-target. You still get some dandy graphics, and there's always a lot to interact with.

**BAN
DAI**

Hyper Lode Runner™



The Labyrinth of Doom

Earthdate: 2264. These are troubled times for the planet. After centuries of peace, the renegade Red Lord of Darkness has led his cyborg forces in a bloody revolution that has overthrown the United World government. Millions of political prisoners are being tortured in his infamous Labyrinth of Doom far beneath the surface of the planet. Very little is known about this subterranean maze of brick-walled catacombs. Just vague rumors about the hidden millions in stolen gold guarded by a ruthless army of mutant cyborg zombies commanded by the merciless General Zed, governor of the Red Lord's death games. Only one thing is sure... none of your predecessors have ever come out of this dreaded place alive. But, you must find a way out with a lode of gold big enough to launch the counter-revolution. You are the last hope; the last of the great Lode Runners.

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TurboGrafx - NEC

Bloody Wolf

Type: Shoot Release: June
Levels: 8 Difficulty: Avg.



Bloody Wolf is the Turbo's answer to similar shooting games like Ikar, Commando, etc. You assume the role of an Army operative who must rescue the President from the hands of a heavily armed terrorist group. Using the different weapons left by kidnapped soldiers, you can power-up your rifle and grenade. Intermissions and a twisting plot that leads into a second mission enhance the well thought-out shooter.

Bloody Wolf is a cool Commando-style shooter that combines a frantic shoot-em-up game with dual goals. The graphics are of standard Turbo quality, and colors increase in different bunkers where motorcycles and power-ups can be collected.

An excellent shooter for the Turbo. Player control is good, the action is constant and is guaranteed to push players to their limits. The graphics are on the gory side, although toned down from the original version. Not easy, but good variety in goals.

One of the best Turbo games I've played, combining goals with 16-bit graphics, but adding a much more expansive environment to explorations of power-ups and challenging Bosses has made Bloody Wolf a delight to behold.

I like the Ikar-inspired shooter a lot. It takes a conventional play mechanic and expands upon it with different power-ups and enemies that must be wrestled away from the enemy. A storyline is actually clever as you go, but the real joy is in the shooting action!

TurboGrafx - NEC

Double Dungeons

Type: Adv. Release: June
Levels: 22 Difficulty: Avg.



Double Dungeon is a RPG that uses maze/action within a scrolling first-person environment. As you wander the catacombs of the different monster-filled dungeons, bizarre creatures, evil monsters, and huge insects attack. Locating more powerful equipment and shops to purchase new materials is vital to moving up experience levels. A split-screen window also allows two people to explore independently!

This is nothing more than a boring maze game that's played in first-person perspective. You wander around, kill creatures when they appear, and try to locate different items. The two-player split-screen is nice, but for the most part it's repetitive and boring.

A good, but not inspiring, adventure game. For those who like to wander around like a mouse in a maze this is good, but that's about all this title is without variety. It's not a RPG and you'll get tired of the repetition except in the two-player combo mode.

A unique maze game with a basic theme that reminds me of the dungeon scenes from the original Phantasy Star. The 3D maze effect is done very well, but exploring 22 caves becomes a bit repetitive. A Good 2-Player game though.

Double Dungeon masquerades as a RPG, but in reality is nothing more than a maze game. You explore the different dungeons, which aren't linked in any way, and uncover items while fighting monsters. Interesting, but not much of a breakthrough.

Genesis - INTV

Curse

Type: Shoot Release: June
Levels: 5 Difficulty: Avg.



An alien armada invades Earth and it's up to you to push the invaders back! Work your way through multiple levels of combat action, retrieving a selection of weapon power-ups and options, as you face an overwhelming alien opponent. Large Bosses provide round definition and the game works to a final confrontation on the alien home world.

I enjoy Curse tremendously! Even though the graphics when the ship shoots leaves a lot to be desired, the action is intense beyond description. There's always a lot of activity on the screen and the various Bosses and power-ups are now appealing!

An outstanding shooter that shows off the Genesis. Beautifully-detailed background graphics with little flicker. VERY intense at times with massive amounts of enemies that become almost overwhelming. A good shooter well designed for the Genesis.

An excellent shooter which almost didn't make it to these shores. Curse is an exceptional fast-scrolling shooter with vivid graphics and a large variety of enemy characters. The game is fast, sport, however, and most will complete with little difficulty.

Curse is a good entry in the side-shooters, but it does have several weak points. While the graphics are outstanding in detail they're presented in a choppy manner. The action is fast-paced, however, and shooter fans should enjoy it.

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Genesis - Dreamworks Target Earth

Type: Shoot Release: June
Levels: 8 Difficulty: Avg.



In this multi-scene shooter, you begin by defending bases on a Jupiter moon. As the graphic/text story unfolds, your attack armored armies are given more advanced offensive and defensive power-ups to challenge the alien invaders in outer space and eventually above the planet Earth itself.

Target Earth has some appealing qualities, but the movement of your character is **slow** in most respects. The attacks fill the screen and eventually become so much to fight off. The game is **not** too difficult, and only a few will see higher levels.

This game would have received a much higher rating, but the difficulty is too high for any normal human. This is unfortunate as the best scenes start to appear in the middle of the game. The control and play is unique and adds to the challenge.

Target Earth is a good game with an original idea that could have been better if there was more to do. Graphics are cool, but backgrounds don't have the 3-D effect of most Genesis games. Target Earth is just slightly above average, nothing spectacular.

Although Target Earth has most of the parts found in good shooters, including graphics and weapons, plenty of power-ups, and a great ending, the level of difficulty is too high. It's a pity, because as the plot becomes frustrating and not much fun.

GameBoy - Tradewest Double Dragon

Type: Action Release: July
Levels: 4 Difficulty: Easy



This black and white version of the NES original combines the familiar sights and sounds with all new techniques and some minor animations borrowed from Part Two.

Incorporated into the game play are all-new backgrounds, although the enemies remain the same. Along the way, you can retrieve whips, bats, and other weapons that will help you dispatch the bad guys and get your babe back!

GameBoy Double Dragon is a nearly perfect version of the classic coin-op. The graphics are good, the play is identical to previous versions and the detail in the backgrounds is retained. A good action title that does complete justice to the title.

Virtually identical to the original NES version, except it's done in black and white. Movement and scrolling is smooth, control is good and all the familiar adversaries and weapons are back - just smaller. Double Dragon fans should enjoy it.

A perfect translation of the NES version of Double Dragon to the GameBoy. This game duplicates almost every aspect from the bone-busting game play to the various special moves and weapons. The sound track is also very good.

Like Castlevania and Super Mario Land, Double Dragon is in the small league of games that are bound to do very well on the GameBoy. The game plays well, the music is right out of the NES and the graphics are brilliant by Gameboy standards.

Lynx - Atari Slime World

Type: Action Release: July
Levels: 6 Difficulty: Avg.



You're an intergalactic explorer who has set down on a planet made of slime! You must complete the six pre-described missions to return to your lander. These range from simply exploring the catacombs of the dripping and gurgling world, to uncovering specific items or reaching particular goals.

The graphics are used to emphasize the slime which thickens on your hero as he's hit.

Slime World shows a lot of potential early on, especially in the graphic development and detail in the Lynx. While the game sounds in looks, it lacks in game play and sounds. The music is good, but while there's a lot to explore, it's never much fun.

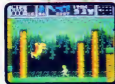
This game is filled with expansive worlds to explore and highly detailed graphics. Although the game isn't exactly coming at you at a tense pace, and the controls are a bit more responsive. There's a lot of crawling and jumping and a lot to mull over with thought.

Slime World is a completely original and quite expensive game for the Lynx. A variety of backgrounds, with animated rivers of slime add to the visual appeal of the game. The music is a sore spot, but the game play is interesting enough to please most.

The perfect blend of search and destroy! Slime World has great graphics with incredible detail (you can actually see the slime coating your soldier). The enemy does suffer from poor round behavior and the controls are sluggish, but all in all it's great!

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GAMING GOSSIP

...Super Famicom Gets Name...Konami to Unveil New Peripheral...Sega to Increase Game Library...MMC5 News...NEC Portable Turbo...New Consoles...New Sega System...Natsume to Appear Soon...New Licensees...

...A high level memo has finally been released by Nintendo detailing some of the company's plans for their 16-Bit Super System. The name of the mega-machine, however, has been tentatively decided upon behind closed doors. The Super Famicom is now being called the Super NES-SFX here in the states. Rumors surrounding the system's unveiling at CES this June in Chicago may be overblown, but with over two dozen licensees now developing titles, it appears that the hardware is finished and it is a 16-Bit 65C02 processor. Whatever its status may be at the CES, the system will be out this fall in Japan with several games available...

...Konami is set to make a major announcement at the CES show. The NES super-power will show not only their sequel to Teenage Mutant Ninja Turtles, they will also have a remarkable new peripheral that you wear on your head! This unnamed device includes stereo headphones that simulate true stereo on the NES, as well as a microphone that actually recognizes your voice! With special game carts, you'll be able to give voice commands like "Fire" to get an appropriate response on-screen! Can't wait to scream "Blow the Commie Pinks Away!!!" in Contra...

...There's action a plenty in San Francisco! Sega's American shop has put together a variety of new people and will be unveiling plans for dozens of new Genesis and Master System games. Most of the new Genesis softs were previewed in the last issue of EGM, and surprisingly, a lot of the 8-Bit stuff have the same names. Look for Ghouls and Ghosts, Strider, Super Monaco GP, Buster Douglas Boxing, Joe Montana Football and Golden Axe Warrior all to appear for the Master System. Other big news at the big 'S' include a hyper secret plan to re-tool the Master System, repackaging it in a smaller shell, and reduce the price considerably! Several names are being kicked around, but nothing is final to these ears yet...

...Here's a hot one - the MMC5 technology that was discussed in last issue's EG Express could possibly rely on a special interface that will use the 64-pin port in the basement of the NES. The only way to juice up the NES games, with the extra graphics and sound effects that the MMC5 provides, is apparently to use this hidden port. Okay, okay, new hand-held news. The perfect portable from NEC was rumored to be labeled many things during development, including Handy-Graph and Game Tank, but now it appears that the machine will go by the name of Turbo Express (c'mon guys, I think I've heard that one before). Retail price is a bit high at \$250, but with a tuner for only one more C-Note you've got a super TV in the palm of your hands for less than most comparative models. The name though, I just know I've heard it before...

...If we all thought the 1989 Summer CES was console madness, just wait until this year's show. Several companies are poised to launch new machines, including Commodore with their over-priced CD-based Amiga 500 clone that's sure to play some dandy computer games. Philips is also rumored to have some type of entertainment system in the works, not to mention the NES-SFX and some type of new stand-alone device that plays NES games on a P.C. from the most unlikely of all candidates, Intracorp. Like those potato chips, who can stop with just one?...Mega Man 3 is on his way! The third installment of this super trilogy is expected to be on display at the CES so look for more photos and coverage next issue...Natsume, the video game masterminds responsible for Abadox, are set to appear on the NES scene with their own games. This company, comprised of veterans from both Konami and Capcom, are sure to be a force to watch in the months to come...

...Speaking of NES licensees, we've got it by good word that there will be dozens of new names signed on ranging from computer publishers like Access and Lucas (who will show their magnificent action/shooter Star Wars soon), to coin-op developers like Yankee Games. Whatever your pleasure might be, you can rest assured that there will be plenty to play come Christmas-time...In closing, I'd like to give a big thumbs up to my man man and editor of EGM, Steve Harris for allowing me to go to CES and give my personal insights of this gaming show of shows! I'll see you next issue with an expanded report from the floor of the CES...Till then...

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INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World...

Whip Rush, Darwin 4081, Strider, DJ Boy, Ninja Spirit, Barumba, Formation Armed 'F' and Final Mission

NEW IN JAPAN...

Now that the Golden Week holiday (where most of the country takes a well-deserved week of R&R) is over, more game softs are being announced and released in Japan. There are many different types of releases, but RPGs remain a favorite course in the Japanese game player's diet. There are several interesting titles lined up for later in the year that you may find interesting.

A whole slew of new games have been announced for the Sega 16-Bit Mega Drive. Many of these titles are sure to appear for the Genesis sometime soon, but for now they're only for the Japanese market. Some of the biggest hits-to-come include Strider (on this page), the Ninja Warriors (adapted from the cinema-scope three-screen coin-op) and Sega's CrackDown (another arcade conversion). Other Mega Drive releases include Space Invaders '90, Rainbow Islands, Ringside Angel from Asmik and Wonder Boy in Monster Lair, a Mega Drive version of the Turbo CD title.

The P.C. Engine, as always, is enjoying great success in Japan with a lot of new cards available. Namco's Baraboo Man features a unique elastic hero and Irem's Ninja Spirit show great promise.

Rockman 3, to be called Mega Man 3 in the U.S., is finally getting some attention in Japan and is likely to be as big a hit there as it will be here, although no release date is given.

A major game show will take place in June and you can count on a full report after our CES special next issue!

Sega/Mega Drive **STRIDER**

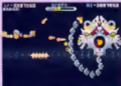
One of the most remarkable coin-ops Capcom ever made is coming soon to the Genesis. In much the same way Ghouls and Ghosts was brought to home screens, Strider looks to be a great translation of the arcade original! Although it won't be officially announced in these parts until the CES takes place in June, Japanese game players are already getting an advance peek at this awesome action game. Judging by the near coin-op quality screens like the one to the right, Strider will be a blockbuster!



Sega/Mega Drive **Whip Rush**

Planned for release in the U.S. as Whip Lash by Renovation Products, this horizontal shooter is a recent release to Mega Drive owners in Japan. The combination of fast action with the super graphics and detailed characters make Whip Rush one of the more interesting shooters to appear in some time.

Although the individual components of the Whip Rush game are familiar to all shooter fans, the sterling mix of fast-paced blast-em-up action, coupled with Sega's own 16-Bit programming make Whip Rush a very solid cart.



Data East/Mega Drive Darwin 4081



Adapted from an arcade title that saw little action outside of a few test arcades, Darwin 4081 is a vertical shooter in much the same vein as Truxton.

The enemy offers up its attacks in front of a constantly scrolling background. Round definition is supplied with different waves of attackers and larger enemies. Most of the action, however, is comprised of straightforward blast-em-up, with little variety to the destruction. Set for U.S. release later in the year, Japanese players are already enjoying Darwin!



Kaneco/Mega Drive DJ Boy

Recently unveiled as a new arcade game by American Sammy, this new Sega 16-Bitter combines elements from many different proven play themes that range from racing games to Double Dragon. The main portion of this fighting title incorporates techniques made popular in similar action contests, and blends it with a unique mode of transport right out of a roller derby.

DJ Boy stars a super hero clad in roller skate who must scroll his way through multiple levels avoiding and attacking a wide cast of nasty characters. A large variety of offensive and defensive maneuvers are always at your disposal as you work your way through the neighborhood.

Another title that is promised for stateside release this year, DJ Boy promises to fill a void that is currently plaguing the Genesis.



Nichibutsu/P.C. Engine Formation



Armed 'F'

This vertical shooter for the P.C. Engine has yet to be announced for the Turbo, but its high-speed scrolling and all-out shooting action are now entertaining Japanese players! Similar in a lot of ways to the Turbo hit, Blazing Lazers, Formation Armed 'F' utilizes familiar components in a conventional blast-em-away that succeeds on speed and intensity alone! Great looks and play!

Namco/P.C. Engine Barumba

This solid little shooter from Namco resembles previous efforts such as Ordyne in both execution and presentation. Although the graphics and animation are similar in some respects, Barumba is a much more effective shooter that utilizes a new play technique that involves a rotating cannon that allows you to fire and move independently.

Like most other Namco shooters, this one addresses almost any need a shooter fan might have, including large Bosses, super weapon power-ups, and highly detailed background graphics that have a pastel, cartoon-like appearance. Currently scheduled for Turbo release, this shooter should attract some good attention.





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BLAST THE BAD GUYS FOR CASH AND PRIZES...

Hard-core arcade gamers from the first boom will most likely remember a Williams coin-op that proved to be both revolutionary and a lot of fun to play. The game was called Robotron, and not only did it introduce gamers to some of the most intense action you could buy for a quarter, it also used a unique control assembly that allowed you to move and shoot independently of each other!

While a little-seen first-person shooter titled Blaster claimed to be the sequel to Robotron, a new Williams' game, SMASH TV, promises to bring die-hard fans of the original the first true update of the robot-blasting classic.

Smash TV casts you or you and a friend simultaneously, in a futuristic television game show right out of "The Running Man". Armed with a rapid-fire assault cannon, you must wind your way through a labyrinth of rooms, each populated a bizarre cast of metal creations. Robots of all shapes and sizes will do everything they can to stop you from collecting the big prizes that are strewn across each playfield. If you do manage to make it to the goal of each level, you'll face an

even more powerful Boss guardian who stands nearly as high as the screen!

Coupled with a wide range of power-ups, the graphics in Smash TV literally explode off of the screen, with animation and detail that is unequalled in any similar game. Combined with incredibly intense game play, Smash TV stands out as a great (although unreferenced) sequel that is has been long overdue!



The Boss robots at the end of each level possess some of the most unique weaponry and awesome defenses you'll ever encounter!

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SUPER FAMICOM UPDATE...16-BIT NINTENDO CLOSE TO PRODUCTION!!

After a year of speculation and intense interest from game players the world over, it finally appears as though the Nintendo 16-Bit Super Famicom, as it has been called, is now very close to production in Japan, with a possible American release expected as soon as next year!

EGM, the first magazine to break the story on the Super Nintendo, has been following the development of this system ever since. We now have new top secret information regarding the specifications and final design of what could truly be the most powerful home video game system ever created!

First announced to the Japanese press in the summer of 1989, the Super Famicom has yet to be seen even there. Repeatedly delays, reportedly stemming from production excesses and certain product introductions (such as the wildly success-

ful Dragon Quest 4) have kept the Super Famicom from the eyes of enthusiastic players up until now.

Now officially to be called the Super Famicom SFX, and soon to be known on these shores as the NES SFX, the 16-Bit Nintendo has remained basically faithful to its original design specifications which we published one year ago. In that interim, Nintendo has successfully

courted over two dozen third-party suppliers, who are now in the process of developing original softs for the SFX. Some of these manufacturers, ranging from big guns Konami and Capcom to smaller development houses like Imagineer and Seta, have already announced the titles that they intend to produce for the Super Famicom.

Before we announce these exciting new games, let's take another look at exactly what the Super Famicom is made of and what it can do!

The brains behind the brawn inside the SFX is a powerful 65816 processor (essentially the 16-Bit version of the NES's 6502). In conjunction with this advanced processor, the Super Famicom also employs 5 special LSI's which utilize the most advanced features of today's semi-conductor technology. The hardware also boasts many new internal advances that allow it to manipulate graphics in new and innovative ways. Most noticeable, is the Super Famicom's ability to scale and rotate images of incredible sizes with little effort. This now makes it possible to have true first-person titles, as well as games that possess incredible depth perception and realism!

The SFX Specs and 16-Bit Stats...

System	Price	Processor	Colors	Resolution	Sprites
NES	\$79-\$149	6502	32	256x240	64
Genesis	\$199	68000+Z80	512	320x224	80
TurboGrafx-16	\$159	Hu6502	512	256x216	64
Super Famicom	Unknown	65816	32,768	512x448	128



The Super Famicom SFX - Nintendo's top secret weapon in the 16-Bit wars!

The real miracle of the Super Famicom is its fantastic graphics capabilities. Unlike other game machines that have remained content with simply a few hundred colors, the Super Famicom SFX can generate up to 16 colors from a possible 32,768 in the eight palette mode and a whopping 256 simultaneous hues from the same spectrum of 32,768 in the single palette mode. Such a vast number of color combinations now allow the SFX to produce shading and detail that before now could only be found in the most complex arcade machines!

In terms of animation, the SFX is also superior to anything that has every before been created. The unit can rotate, scale and animate large graphic character with very few hardware limitations. As an example, the current NES can animate up to 64 sprites that are no larger than 8 by 8, with no more than eight on any one line. When this limitation becomes taxed, the annoying screen flicker problem that plagues many games can occur. This will be a thing of the past, however, when the SFX appears! The 16-Bitter will be able to handle up to 128 sprites of varying sizes that range from the NES's 8x8, all the way up to a mammoth 64x64 - nearly the size of the entire screen! This will also mean huge Boss characters that animate fluidly

The special effects options in the Super Famicom are equally dazzling, supplying games with an unequaled lack of limitations. The Super Famicom can take a screen character, blow it up, zoom it in, rotate it a full 360 degrees or stretch the image in any direction and at any magnitude imaginable! Mosaic mapping abilities, fade-in and out options and scrolling functions that allow the shifting of movement within multiple background images that can also travel in four independent directions can all be achieved on the Super Famicom. Only the Lynx, with its scaling and zoom function, can approximate a fraction of what the Nintendo 16-Bitter can do.

When it comes to sound and music, the SFX is just as impressive! The system has a unique sound sampler which enables it to generate eight sounds at the same time! The sound sampler also allows programmers to use sounds that are created by musical instruments, real sounds or even human voices. This generator allows the system to create a dynamic sound field that is only limited by memory constraints. Digital sounds, digitized effects and an incredible selection of options are once again commonplace to the Super Famicom in another important area of gaming. Another first for the wizards at Nintendo!

The Super Famicom SFX also uses state-of-the-art hand controllers that are equipped with a standard pad, 'Select' and 'Start' buttons. In addition to this conventional layout, however, there are also four buttons layed out in a diamond configuration marked 'A', 'B', 'X', 'Y' as well as two additional buttons along the top of the pad. This amount of interface provides users with many more options in player/game interaction. The unit is graced with two controller ports so combo play is possible.

SUPER FAMICOM Release Dates in Japan and U.S.

While it now appears that the Super Famicom will be released into the Japanese market sometime in the fall, a stateside rollout for the Nintendo 16-Bit will likely take place in the early months of 1991. Nintendo has already indicated that they intend to bring the machine out in the U.S., and they're in the process of signing development contracts with several companies. Tentatively titled the NES SFX or Super NES SFX, Nintendo is apparently giving in to pressure from Sega. An exact date is still unclear but be assured, the Super Famicom is finally coming to America.

Super Famicom SFX Games...

While American companies have yet to receive the development systems that will allow them to program games on the SFX, several Japanese developers have already started projects of their own. Although not all of the games are done, many have been completed. The most important releases for the SFX come from Nintendo, who plan to debut Super Mario Bros. 4 - tentatively titled Super Mario World, Zelda 3 and a flight simulation/shooter called DragonFly with the system. Other third party titles include Ghouls and Ghosts 3 from Capcom; Populous, a translation of the popular computer game from EA by Imagineer; Godula, an action/adventure title from Setsu, and a rumored 16-Bit version of Teenage Mutant Ninja Turtles from Konami. Third-party developers like Bandai, Natsume, Atlus and others are also hard at work finishing their first Super Famicom games.



**16-Bit Super Mario 4 -
Super Mario World!**

Other SFX Specs...

In addition to its advanced processor, the Super Famicom also uses an 8-Bit Data Bus and a 24-Bit Address Bus. These will allow you to play existing NES games as well as Super games of up to 12 Megabytes (100 times larger than current NES carts). The system also boasts built-in math functions for high speed calculations and a separate processor just for game sounds and music.

NEC To Show Turbo Express at CES... First On-Hands Tests Reveal Superiority

The hand-held market has become quite heated in recent months. Ever since the introduction of Nintendo's GameBoy portable a year ago, other manufacturers have stepped into the spotlight with innovative and original designs of their own. The first company to follow Nintendo's lead was Atari, who purchased the rights to a super-powered hand-held system that had originally been developed by Epyx. Besides boasting scaling functions, the Lynx also brought full-color into the palm of your hands!

That's how the market currently stands, with GameBoy taking a commanding lead thanks to a lower price and more slots, and Lynx attracting higher end players as well as developers with the promise of two dozen titles by the end of the year!

But now more companies are getting into the hand-held arena. Sega has announced the 1991 release of the color portable, called the Game Gear or GG in Japan (see last issue of EG Express for the complete story). This is new hardware and while it may become compatible with the Master System (which uses the same Z-80 processor), it will play totally original games.

Nintendo is also getting into the fray with rumored plans on a new 'ColorBoy' system that will possibly play both new color games and older black and white GameBoy carts as well! Although a new company, BDL, has showed us a prototype for a portable that plays regular NES games, Nintendo does not want the competition and does not intend to license its production - although we may see it eventually.

The next hand-held we see, however, may not come from any of

manufacturers, but come instead from NEC. Their unit, tentatively titled Turbo Express, has been featured in EG Express before, but more information has been revealed by sources close to the company and those who are developing the unit.

The specifications remain identical in most respects to the prototype that was shown at the 1990 Winter CES. The Turbo Express will be able to play all existing TurboGrafx software as well as P.C. Engine games, although they may modify the system to prohibit Japanese game play. Systems are being produced for both markets simultaneously, so cross-over possibilities are apparent.

The graphics and resolution remain top quality. The unit's special color display, which is designed to double as a T.V. as well as a game machine, is remarkably crisp and clear. The resolution is 400x270 and the screen size is only 2.6 inches diagonally.

As a game system, however, the Turbo Express comes with a built-in pad and rapid-fire switches. The resemblance to the GameBoy is present, but it is much more of a machine. To power the system, the NEC hand-held uses six AA batteries.

In addition to the optional TV tuner, there are also provisions for a video-link cable that will enable players to compete up to eight at a time on specially-designed software. This counters the Lynx's same abilities.

The Summer CES will prove to be the official launch sight of the Turbo Express, and contacts who have played the system indicate that it is truly phenomenal! The price is expected to be \$249.95, with an optional TV tuner coming in at \$99.00. The price is steep, but for the ultimate in portable power, with expandability into a multi-person system and television, the NEC Turbo Express appears to be ahead of the pack.



The Turbo Express from NEC - now due out at the end of the year!

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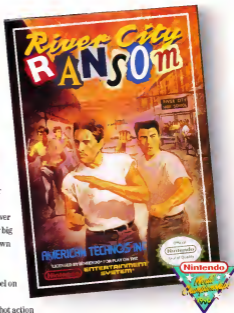
It's you and your buddy versus the meanest, baddest drug lord in town. He's holding the entire high school hostage, and only the two of you can expel him.

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**KLAX, VERMILION, E-SWAT,
AERIAL ASSAULT, WIZARDRY**

NEW SOFT NEWS

Things are gearing up for the Summer CES, the twice-a-year chance for game companies to show off their new titles and flex their marketing muscle! While details on most of the games scheduled for release are being kept under tight wraps, we can tell you that there will be several big announcements at the show. Acclaim is poised to show some early shots of their Simpson's game, while Capcom has an aggressive line of nearly a dozen new titles headlined by Mega Man 3, Yo Noid! (featuring the Domino's Pizza star) and the California Raisins - The Grape Escape! Konami will show Castlevania 3 to American audiences for the first time, along with their sequel to Teenage Mutant Ninja Turtles and a new peripheral that uses an eye-piece targeting system, light gun and voice recognition called the Hawkeye Helmet. Fans of familiar names won't be left out as Dick Tracy, Spiderman, Total Recall and (gasp!) New Kids on the Block all make their video game debut! NEC plans to push bull-headed Bonk as their new super hero, while Sega, in addition to pushing a new Master System console, will highlight the new RPG Vermilion! Look for a complete story on the CES in our special issue next month, with hundreds of photos from the show...it's as good as being there yourself!

MENU

Nintendo
Sega
TurboGrafx
Genesis
GameBoy
Lynx
Arcade



KLAX

Tengen

Straight from the arcade and into your home comes Klax from Tengen. Faithfully re-programmed from the coin-op, Tengen's NES version will be the first of the consumer Klax invasion that will continue with Turbo, Genesis and Lynx.

Klax is an interesting reflex/strategy game that challenges you to grab tiles and throw them into piles to make lines of three. Specific lines add bonus points!



Block-tossing in Klax!

WIZARDRY

Nexoft

The popular computer adventure comes to the Nintendo courtesy of Nexoft. Unlike other RPG/adventures that rely on a set beginning and end, Wizardry changes as different variables in the game are addressed, making no games alike. Be prepared for a large quest!



VERMILION

Seiga

An enormous RPG that is very similar to the *Phantasy Star* series, *Vermilion* features side-action sequences, first-person exploration, and plenty of lands to conquer. The 16-Bit graphics are top-notch and the level of complexity is challenging but remains easy to understand. Due in October.



You begin in a peaceful village where you learn important facts about your mission. Can you defeat the mysteries of this land?

E-SWAT

Seiga



While Sega showed a prototype of their 16-Bit *E-Swat* at the last CES show, the 8-Bit cart is nearly completed and should be released this fall. *E-Swat* casts you in the role of a Cyber-Cop loaded with armor, machine guns and other high-tech hardware! While the Master System version isn't as impressive visually, it still plays decently as a conventional side-scrolling action contest.



DEVIL'S CRUSH

NEC

Here at last! The sequel to one of the Turbo's most popular cards, *Alien Crush*, has now been unveiled! *Devil's Crush*, in addition to being much animated much better, features an all-new pinball playfield that lives and breathes! Encompassing several vertically-scrolling screens, *Devil's Crush* supplies pinball fans with bizarre targets, alien thumper-



bumpers and a large reptilian face that is the centerpiece of the action.

Devil's Crush is also filled with new bonus levels that challenge you to destroy or defeat amazing alien armies, demons and the undead! Pinball enthusiasts and fans of the original rejoice!



The sights and sounds are spectacular!

Final Fantasy Legend (Square)

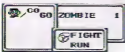
A run-away hit in Japan, Square's Final Fantasy Legend (previously titled Sa-Ga) is the first true RPG available for play on GameBoy. The Final Fantasy universe is expanded in this black & white continuation of the new NES game.

Final Fantasy Legend, while sharing role-playing roots with its NES cousin, You become a warrior out to explore the different regions of the land as well as to solve the puzzles and fight the battles that constantly occur.

Although the game does not fit the standard action/adventure mold, it is definitely much more than the typical puzzle game that has populated the GameBoy so far. The level of complexity, adventure and RPG-style fighting is as good as anything on the NES! The game comes equipped with a battery back-up to store your adventure, and promises to hold dozens of hours of play time



Final Fantasy Legend is an all-new RPG adventure!



Final Fantasy Legend is an all-new RPG adventure!

Look for more on this fabulous adventure/RPG in a future issue of EGM!

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10th Anniversary	15	21	10th Anniversary	15	21	10th Anniversary	15	12 Year Cycle	100
10th Anniversary II	15	27	10th Anniversary II	15	27	10th Anniversary II	15	12 Year Cycle	100
10th Anniversary III	15	27	10th Anniversary III	15	27	10th Anniversary III	15	12 Year Cycle	100
10th Anniversary IV	15	27	10th Anniversary IV	15	27	10th Anniversary IV	15	12 Year Cycle	100
10th Anniversary V	15	27	10th Anniversary V	15	27	10th Anniversary V	15	12 Year Cycle	100
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AFTER BURNER 2

(Sega/Genesis)

Level Select - Now you can warp as high as level 20 in no time at all! When the start prompt appears on the title screen, press and hold button 'C', followed by 'A', followed by 'B' and press 'Start'. A level select screen will appear to transport you almost anywhere in the game!



BURAI FIGHTER

(Toshiba/Nintendo)

Secret Passwords - Burai Fighter uses passwords to warp to higher levels, but there are other hidden codes that boost the Burai Fighter to greater levels. Try putting in LOBB for a quick power-up of all your weapons, or ICHI to get to the last level.

Act - 1



忍道外伝 II

NINJA GAIDEN 2

(Tecmo/Nintendo)

Sound Test - There is another sound test! By using this command you can select effects and see a new graphic character!

During the title screen, hold the pad Up and to the Left, hold 'Select', as well as the 'A' and 'B' buttons. With all this depressed, press the 'Start' button and the screen will appear. Choose sounds with the buttons!

ENTER THE PASSWORD

SOUND 9 30

A	B	C	D	E	F	G	H	I	J
K	L	M	N	O	P	Q	R	S	T
U	V	W	X	Y	Z	FWD			
1	2	3	4	5	6	7	8	9	.

MAGIC OF SCHEHERAZADE

(Culture Brain/Nintendo)

Secret Sound Test - During the password entry screen, input the password entry screen, input the word SOUND. This will allow you to hear the great sounds in the game!

Jason Holliman
Hernando, MS

Heavy Barrel

(Data East/Nintendo)

Level Select and Unlimited Lives - Heavy Barrel is as good as combat action gets on the Nintendo, and with this secret weapon you can now see the entire game!

During the title screen, enter one of the special pad commands at the right on controller two. While holding the pad end buttons in this manner, press 'Start' on controller one and the game will begin on the level you designated. In addition to warping ahead, however, you will also have an army of unlimited men that will allow you to blast through the enemy fortifications and destroy the evil dictator that controls the country!



two.

Become the Ultimate Battlefield Warrior!



Shove-It!

(Dreamworks/Genesis)

Level Codes - Shove-It! is one of the most challenging puzzle games around, but it is simply too difficult for many! There is a solution, however, and we're here to bring it to you! During the Passcode screen, enter these very-California codes to jump to the level of your choice!



- MARINA?
- MALIBU
- SAN PEDRO
- VENTURA?
- SANDIEGO
- PASADENA
- /BEVERLY
- MILROSE
- PODEO/?
- WESTWOOD
- WILSHIRE
- VENICE??

- FIGUEROA
- SUNSET
- ORANGE
- HARBOT
- CENTRAL
- WESTERN
- ?VALLEY?
- GLENDALE
- FOOTHILL
- VANNUYB?
- CRENSHAW
- IMPERIAL

After Burner 2

(Sega/Genesis)

Bonus Missiles

There is now a secret method to increase the number of missiles that the cargo plane carries to your jet fighter to 100! Enter these commands during reloading and hold down!

- Hold Left and 'B'
- Hold Right and 'B'
- Hold Only 'B'
- Hold Right and 'B'
- Hold Left and 'B'
- Hold Right and 'B'
- Hold Only 'B'
- Hold Right and 'B'



Adventures of Lolo 2

(HAL America/Nintendo)

Secret Levels - We have uncovered several secret rounds of play in Lolo 2. These are not flawed screens, but rather all new mazes for you to challenge once you've mastered the regular game!





AREA DATA

AREA NAME

SECRET MODES

NUMBER

COORDINATES

Go to an area with no enemies...

Air Diver

(Seismic/Genesis)

Secret Modes - There is now a way to access several useful, yet hidden, features in the game Air Diver. Start the game and go to an area on the map with no enemy.

Hold 'Start' and press A, B, C, B, A, A, B, C, B, A, B. Let go of 'Start', hold the pad for the desired trick (see right) and continue to hold as designated while you leave the hanger. Once the round begins, let go of the buttons.



Go to the desired area and input the codes at the right!

Hold the Start button and press A, B, C, B, A, A, B, C, B, A, B and release Start

Invincible



Hold Start

Fight Ace



Hold 'A'

Mothership



Hold 'B'

Last Boss



Hold 'C'

Repeat this Trick For Each of the Levels!!

Abadox

(Milton Bradley/Nintendo)

Level Select - Previously, we have shown how to become invincible and fully powered throughout Abadox! Now we have discovered a special level select mode that let's you warp to anywhere in the game instantly. This will prove to be most helpful if you are having problems with a particular area.



PLEASE ENJOY THE
NEW FEATURES!
BY MORTON
M. BENTON

At the title press:
Left, Up, Right,
Down, Up, Right,
Left, Down and then
the entry below!

Level 2 Up	Level 3 Left	Level 4 Down	Level 5 Right	Level 6 Select	Level 7 'B'
---------------	-----------------	-----------------	------------------	-------------------	----------------

During the title screen, press the pad Left, Up, Right, Down, Up, Right, Left and Down and then hold the pad in the directions outlined above to go ahead. Hold 'A' as well and you'll start half-way into the selected round!



The final level!!

Zoom!

(Sega/Genesis)

New DeBug - How about this! We've uncovered extra menu screens in this Genesis call! You can now listen to sound effects, and enter new areas of play through the demo mode!



At the player select screen, press Up, Up, Down, Down, Left, Right, Left, Right, 'A', 'B'!



Music and S.E. selection!

All-new menu!

Press 'Start' at the title screen. When you get to the player select screen, press Up, Up, Down, Down, Left, Right, Left, Right, 'A', 'B' on the pad! New screens appear for your enjoyment!

Kung-Fu Heroes

(Culture Brain/Nintendo)

Strategies - Here are more strategies on how to play Kung-Fu Heroes. Practice these techniques to enter their big contest (see ad in this issue).

These tips will help you battle the different opponents.



Kung-Fu Commandos - They are the first enemy you'll encounter. There are three kinds of commandos. One uses only kicks, one throws only punches, and the other uses a combination of the two. The latter is not as strong but they can kill you if you're not careful.

Floating Viper - Punches won't hurt them. You must throw kicks to conquer them. In the later half of the stage, the Floating Vipers will appear with beams which you must dodge.



Kick!

Gun Man - He is dangerous. He blows bazookas everywhere. Dodge the bullets with kicks. Always pay attention to what goes on around you. Avoid bullets from other enemies.

Cat Mage - If you are hit with the beam from Cat Mage, you'll turn into stone and won't be able to move. Defend the Medusa Beam with your Moon Sault Kick. Score big points by attacking with your Miracle Kick!

Spear Man - Spear Man is not that difficult to defeat. However, be cautious of the distance the spear is thrown. As you learn this you'll be able to avoid the spear. Jump over their spears and defeat them with your miracle kick.

Mr. Coffin - There are three different types of this enemy. One is normal, one shoots beams and the other is invincible. Mr. Coffin attacks by holding on tight and not



Begin in the town by talking to some people there...



...Head out to the left and into this clearing of trees...



...Enter here for the Super Hydlide sound test mode!

Super Hydlide

(Seismic/Genesis)

Hidden Cash and Secret Sound Test Mode - Super Hydlide is a very complex game which will take many hours to complete. Here are some tips on how to take a break from the intense action and how to start the game with some extra cash! When the game starts you will begin in the City of the Forest. After you get some information from the towns' people,

exit the town and go out into Fairie Land and go five screens to the left. There, you will see a cave. Enter the opening and you will appear in a deserted village. Walk around the first wooden fence and walk downward. Your character will now magically walk onto the brick wall! Walk left again onto the patch of trees and get in the middle clearing of the trees and hit the 'B' button. You will find a whopping 10,000 gold pieces hidden here!

If you want to listen to the superb sound effects in this fine game, go from the area where the hidden money is located and exit the trees the same way you entered them. Next, go to the top left building. In this building you can cycle through the different game sounds!

Jam to the Music and Begin with Mega-Bucks!!

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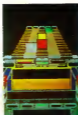


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Dash Galaxy

(Data East/Nintendo)

Level Select - In this game you can take a step past the earlier levels by using this special cheat. On the title screen, press and hold the 'A' and 'B' buttons, as well as 'Select' and Up and to the Left on the pad all at the same time. This will allow you to choose which level you would like to start on. When the appropriate level appears, press 'Start' to begin play on that level.

Den Morwood
Verden, Manitoba



Chip's Challenge

(Atari Corp./Lynx)

Level Codes - Chip's Challenge is a very tough game, but here's some codes that will help:

5. TQKB	65. UPUN
10. VUWS	70. GCCG
15. COZO	75. MJDV
20. KGFP	80. EVUG
25. PQGV	85. LEBX
30. BOZP	90. OLLM
35. VDTM	95. BIFQ
40. YWFH	100. QJXR
45. OVPZ	110. XBAI
50. QBDH	120. FLXP
55. SJES	130. XHIZ
60. ZYVI	144. GVXO



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action in specially
marked packages!**



1000 Little Orchard Street
San Jose, CA 95128 1-800-290-1024

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Al Unser Jr.'s Turbo Racing
© and TM Data East USA, Inc.

YOU COULD BE THE CHAMP

THE CULTURE BRAIN WORLD

A BIG CHANCE FOR THE WHOLE FAMILY!

Enter Culture Brains Kung-Fu Heroes nationwide tournament and win the grand prize.

Even those who aren't as skilled will have a chance to win. This tournament is not only for the game master but for any family members. The champions will be selected from two categories: family and general groups.



CHAMPIONS TOURNAMENT

You are the torchbearers of the video game culture which is to be transmitted to the next generation.

Send Culture Brain a screen shot of the highest scores your team can get.

Champs enter one of two categories:

A Family Category

- If your team consists of at least one person who is 12 years or older enter this category.
- It is not necessary that you are family members.

A General Category

- Groups of two or 12 years or older may also enter this category.
- Only Kung-Fu Heroes will be allowed to compete.
- Send a screen shot picture of your team's highest scores to Culture Brains.
- In the screen shot, both names must be visible.
- There will be two teams from each category for a total of eight teams. Scores must be as well as entered by the hosts in the area of their scores.
- The top eight teams will be invited to the finals in Los Angeles.
- The final will be performed by the hosts. Prizes for both categories will be awarded as follows: The 1st prize winners will be awarded \$1,000.00; the second prize winners will receive \$500.00; the third and fourth prize winners will receive \$250.00.

In the event of a tie, there will be a playoff to determine who will proceed to the finals.

- The finals will take place in Los Angeles and will be open to Disney Land as an event prize.
- All the selected teams to the finals will be directly invited by Culture Brains.
- To enter either category you must be a member of Culture Brains.
- The rules for the finals will be announced by Culture Brains.
- If a team can not make it to the finals, it will be disqualified.
- All air and hotel expenses for the finals will be provided by Culture Brains.
- *Must reach the 100 million mark.
- *The highest score you can get with this game is 99,999,999.
- If you get to the 100 million mark and send it to us, we will send you free prizes that will include a plane for you and your family/2000 points, you decide, all that you don't need the same of anything. 99,999,999.

To enter:
Please write down the following information on a piece of paper and send it along with a screen shot to Culture Brains:
-entry category
-full name
-address
-city
-state
-zip
-phone number

Please print your name, address, phone numbers in the back of the screen shot, also.

Send to:
Culture Brains
Champions Tournament Dept.
25215 N.E. 10th Boulevard, N.W.
Tournament period
Mail received before August 31, 2002
will be valid.

Wizards **WORLDWIDE** **WORLDWIDE** **WORLDWIDE** **WORLDWIDE**
 CULTURE BRAIN™ and KUNG-FU HEROES™ are trademarks of CULTURE BRAIN USA INC.
 TM and © 2002 CULTURE BRAIN USA INC. ALL RIGHTS RESERVED.

• During the contest period, you can enter the tournament as many times as you want.
 • We are not liable for unreturned mail.
 • Teams who enter for the family category must include a person who is under 12 years old as of March 31, 2002.
 • Any screen shots under the following conditions will be disqualified:
 - Screen shots that have been tampered with.
 - Screen shots that do not use real names.
 - Screen shots that do not have the screen address.

CHAMPION OF THE U.S.!

The tournament is planned for the entire family to enjoy. So come and join the challenge!

WAOOOO...
\$10,000!

The first-prize winners from each category will be awarded \$10,000.00.
The second-prize winners from each class will be awarded \$2,000.00.
The third and fourth-prize winners from each category will be awarded \$1,000.00.

1. If one or both of you are 12 years or under, enter the family category.
2. If both of you are 13 years or over, enter the general category.

Entry details are available on the board game, which will be given away at participating retail stores.

IN ADDITION TO THE TOURNAMENT, THERE IS MORE!

Receive a board game and win more prizes!
Everyone has another chance to win even if you don't enter the tournament.

STEP 1 GIVE AWAYS.

The limited edition of the Kung-Fu Heroes board games and buttons will be given away at the participating retail stores. Look for display posters.

STEP 2 WIN PRIZES.

Answer the quiz on the board game and send it to Culture Brain, you could win the deluxe prize by a random drawing!



Anything and everything about this campaign is great!

Prizes are subject to change without any notice.

For further information, please look for details on free away board games.

Give aways are limited in quantity of each item. Ask for more details at the participating retail stores.

Mm, I will enter the tournament, too!

The campaign is sponsored by Culture Brain. For more details, please check out our ads in each game magazine or display poster or go to our retail games at participating retail stores. Prizes are subject to change.

CULTURE BRAIN™



THE PERFECT SIMULATOR

Only Baseball Simulator 1,000 lets you play ball any way you want it. It's fully programmable baseball unlike any other game.

Complete Editing

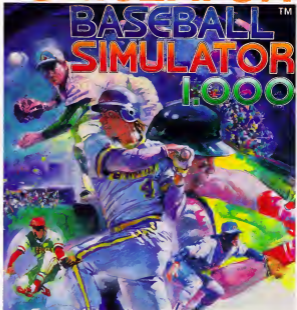
Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the best major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own.

Intense and Realistic Action

Make a team of quick runners for a fast-paced game. Create players with awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.

Televized Season Simulation

With the Fall-Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!



1 FULL EDITING FOR UP TO SIX TEAMS

Play ball with your favorite major league stars, invent from the past, fantasy leagues—even enter yourself in the new! Enter team and player names, and set all the important stats for your very own team.

2 A COMPLETE, SIX-TEAM, 100-GAME PENNANT RACE

Play a full length season with six teams, for 5, 36, 60, or even 165 games. Follow the teams and players through the season—monitor their stats, even get top-10 rankings on hitting and pitching.

4 FULLY AUTOMATIC SIMULATION

Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through six games. And by editing team and player abilities, it's a full-season simulation game.

3 THE HILARIOUS FEATURES OF ULTRA PLAY

Add a whole new dimension of fun to baseball with the wacky Ultra Play. Throw pitches that disappear or speed up to mid-air. Fight back with bats that explode or knock out the fielders. And, catch them by using fireworks of fire in the air. With the six teams of the Silver League, you'll play baseball like it's never been played before!



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Nintendo ENTERTAINMENT SYSTEM
IMPORTED BY NINTENDO ENTERTAINMENT SYSTEM, INC.
TRADEMARKS OF NINTENDO OF AMERICA, INC.

An action adventure from the Arabian Nights.

THE MAGIC OF
SCHEHERAZADE



Sophisticated
Action
Adventure

The ancient land of Arabia has fallen into despair. The evil magician Sabaron has released his demons from the underworld, and now they are about to take over a once-beautiful land.

You have lost your memory, but you are the descendant of the legendary magician, Ika. Now it is time to return to Arabia. You must fight to defeat peace and unravel puzzling mysteries to save the kidnapped princess Scheherazade.

You and your allies will travel throughout the beautiful and mysterious land of Arabia, through the future and the past, and to worlds of water, deserts, forests and flowers. It's a grand adventure waiting to be fulfilled.



Expand your strength with an assortment of various magical rods, and special items.



Magic of spells come to life in the game as you solve riddles and puzzles of all kinds.



Brave enemies of the desert and challenge you to battle.



An encounter with the magical Creature is a battle fought with your allies. Then fight it out with powerful magic!

1 FIVE CHAPTERS OF MAGIC AND MYSTERY.
OVER 750 DAZZLING SCREENS.

Unprecedented state-of-the-art puzzles and intense combat, unlike anything else. And a finale full of awe and wonder. The world of Scheherazade is an adventure full of glory.

2 ARTIFICIAL INTELLIGENCE ENHANCES
THE GAME EVEN MORE!

With the support of the Artificial Intelligence programming team, beginning players can enter the magical world of Scheherazade and behind its wonders.

3 MAGICAL BATTLES WITH ELEVEN
ALLIES!

Seek out your trusty companions and evolve an astounding variety of magical allies. Through the past and the future, you are the hero getting the stronger forces of evil.

4 GRAPHICS AND SOUND FROM A
WORLD OF FANTASY!

With an amazingly beautiful visuals and a musical soundtrack that will captivate your imagination. The Magic of Scheherazade is a gaming experience that'll leave you spellbound!



CULTURE BRAIN



Culture Brain U.S.A., Inc.
15245 N.E. 70th Ridgeway, WA 98052

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CIRCLE #116 ON READER SERVICE CARD.

REALISTIC KUNG-FU ACTION RETURNS!

You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your wise master has been kidnapped, and with him, the Secret Scrolls, which hold the key to awesome fighting skills. Now, set out to defeat the evil Tusk Soldiers and regain the scrolls. Your goal: The World Tournament of Contact Sports, where you will seek out the evil warriors of darkness.

SUPER REAL KUNG-FU GAME.

FLYING DRAGON

You'll face the toughest challengers from six different styles of fighting, at the World Tournament of Contact Sports. The gang has sounded. Now it's up to you to become the World Champion.



The refined game play and sophisticated action will leave you breathless with excitement. When it comes to realistic kung-fu games, there's only one champion—FLYING DRAGON



1. MANY SECRETS AWAIT YOU!

Set forth on a journey to regain the Secret Scrolls and the hidden techniques they hold.

2. THE POWER OF JUSTICE

Only by completing the mandara seal can you gain its mystical powers and defeat Dargon, the lord of the Tusk Soldiers.

3. TRAINING SESSION

Start your training at Shorinji, the legendary birthplace of Kung-Fu.

4. DEFEAT THE SOLDIERS FROM DARKNESS

It's Dargon, and he's transformed into a deadly opponent! You'll need the ultimate move, the Hiryu-no-Ken kick, to knock him down!

5. YOU WILL BE A HERO!

Fight your way through the World Tournament of Contact Sports. Victory will be in your hands.

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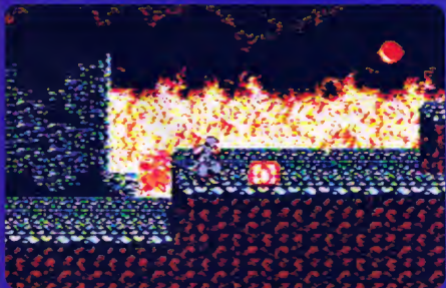
NINJA GAIDEN TAKES ON THE METAL MASTERS...ANTHRAX!!

NINJA 外伝™ GAIDEN

EPISODE II

THE DARK SWORD
OF
CHAOS

EGM GAME-OF-THE-MONTH!



The Gaiden Saga Continues with the Dark Sword of Chaos!!

NINJA 外伝™ GAIDEN

EPISODE II

THE DARK SWORD OF CHAOS

FAST-FILE

Manufacturer: Tecmo
Platform: Nintendo
Cart Size: 2 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: June '93



Ninja Gaiden Returns in The Dark Sword of Chaos!!

Undoubtedly one of the most ground-breaking NES games on 1989 was Tecmo's Ninja Gaiden. The combination of excellent graphics and action, coupled with unique "cinema" displays that told a story as each level was completed, proved to be a powerful combination.

Now the master Ninja Ryu Hayabusa has returned in an incredible new sequel that takes the Ninja Gaiden experience to all new heights!

While many elements of Ninja Gaiden 2: The Dark Sword of Chaos will be familiar to Gaiden fans, there are some new techniques that have been added. Special option Ninjas that follow your every move and mock your attacks can be collected and a whole new cast of monstrous characters, pledging loyalty to the evil Ashtar, stand between you and the lovely Irene Law. Expect help from a mysterious stranger and other surprises!



All-New Power-Ups, Options & Intermission Movies!

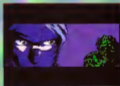


COLLECT SHADOW NINJAS TO INCREASE RYU'S ATTACKS!!

One of the most noticeable differences between Dark Sword and the original *Ninje GaiDen* is the new shadow Ninjas that can be collected! Up to two additional fighters will be added, increasing Ryu's attacking abilities and following you every move!

A NEW STORY!!

Ryu is up against an all new adversary with evil motives even more dangerous than those of Jaquilo! As the action unfolds, the Tecmo cinema displays unleash the plot with great graphics and music!



"Who ARE those thugz?"
"They told me you were good."

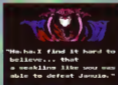
"Who's there?"



"What the...?
Who are you?"



"Irene, are you all right?"



"Hehe, I find it hard to believe... that a weakling like you was able to defeat Jenius."



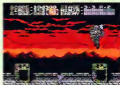
NINJA BOSSES



The first guardian of Ashtar's evil secret attacks from the left to the right. Jump on the walls to avoid his rushes!



The second Boss throws spiders when he's on the higher platform. Attack when he's on the ground!



This leader uses a rocket pack to avoid Ryu's attacks. Use your shadows to jump and knock him down the slash!



Will Ryu Ever Defeat This Evil!?!?

While the second installment of the Ninja Gaiden saga is outstanding in nearly every respect, rumors are already flying about a follow-up to part two! According to knowledgeable sources, however, it does appear that Ryu Hayabusa will return for one

final confrontation! Where will the story go from here? Well, at the explosive conclusion of Ninja Gaiden 2, there are still several puzzling questions. The new master of evil, Ashtar, mysteriously disappeared during his encounter with Ryu! Will

he bring darkness upon the land and stand between Irene and Ryu again? Or will there be a new monster for Ryu to battle? No matter what the wizards of Tecmo finally create, we can all rest assured that Ninja Gaiden is a verifiable classic!



Ninja Gaiden takes on Anthrax!

Ryu Hayabusa may be the nastiest Ninja in Nintendoland, slaying the evil forces of Jaquio and Ashtar, but Tecmo's master Ninja was no match for the masters of metal, Anthrax! Several members of rock's hottest new band were invited to take Ninja Gaiden on in a private showing by Tecmo's Graphic Artist, Jason Magness. The band rated the new Ninja highly, giving the sword-slashing super hero thumbs-up!



The New Ninja Gets a Hard Rock Welcome at Tecmo!

Anthrax samples Ryu's latest exploits in Ninja Gaiden 2! Pictured here for EGM's cameras are Charlie Benante (drums), Frank Bello (Bass) and Jason

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Nintendo
NINTENDO POWER
POWER UP!

DASH GALAXY

IN THE
ALIEN ASYLUM

THE MADDEST RACE IN OUTER SPACE!

You're Dash Galaxy, fearless Space Explorer. You've just landed on a strange planet filled with intergalactic lunatics, deadly force fields and dangerous pitfalls. Welcome to the Alien Asylum — it's a real pain in the asteroid! But hey, they don't call you Dash for nothing. You can jump and run faster than anyone in the universe. And that should help as you blast your way to the Control Complex in search of the alien spaceship — your only hope for escape. But can you find it — before you run out of air? Time to make some tracks and blow this loney bin — because the chase is on and it's out of this world!



DESIGNED BY NINTENDO
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Nintendo
NINTENDO POWER
POWER UP!

DATA EAST



DATA EAST USA, INC. 1902 LITTLE ORCHARD STREET BAY LANE, CA 94015 (415) 246-7034

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NARC



FACT -FILE

Manufacturer: Acclaim
 Machine: Nintendo
 Cartridge Size: 1 meg
 Number of Levels: 8
 Theme: Action
 Difficulty: Average
 Number of Players: 1
 Available: July 1990

In NARC you are one of the elite members of the drug enforcement squad. Your equipment is the best available, 50 cal., fully-automatic assault rifle, .357 pistol, plus a specially designed, portable missile launcher. For protection, you have full body armor, capable of taking up to a dozen hits from any weapon known to man. Overkill? Hardly! You're going up against the scum of the Earth who will do anything to keep their illegal business going.

Your job is to clean up the streets one gang at a time and to destroy all the illegal narcotic factories. If you need help, take a friend in this super two-player conversion of the arcade classic.

Get Your Assignment



The master computer sends you on your mission

Drive to the Drug Bust



Start off in your Porsche

Hit the Streets!



Clean up the Junkyard in Level 1 and get rid of the gang!



Destroy Hypoman's crack lab!

Get Bonus Items



Grab a dealer for a 'Bust'



Money



Dope



Extra Bullets



Missiles for Rocket Launcher

Blow up Pushers



Use missiles to pulverize the druggies!

Take on Doc's Gang Above and Below Ground!



Battle the enemy:



Pursuit
Helicopters



Flashers



Hypoman



Attack Dogs



Mines

LEVEL 1

In the introductory level your job is to clean up the streets and make as many 'busts' as you can. To get to the end you must go down into the subways to get the special red safe key and then come back up and arrest the dos lof gang.



Make your way to 'The
Pipeline' underground



Find the red 'Safe
Card'



Go back up and put
the card in the door



Collect your
bonuses

LEVEL 3

In level three you must cross a suspension bridge. You have to hoof the first part but then you find a Porsche and can drive part of the way until you come to a brick wall. Finish the rest of the way on foot and go after Joe Rockhead.



Walk carefully across
the bridge



Watch out for mines
and brick walls!



Finish the level on
foot

Subsequent levels of play contain even more body-blasting action on the drug-filled streets of Narc! Find the Big Boss and stop this wave of crime forever!



Low G Man™

THE LOW GRAVITY HERO!

FACT -FILE

Manufacturer: Taxan
Machine: Nintendo
Cartridge Size: 2 meg
Number of Levels: 7
Theme: Action
Difficulty: Average/Hard
Number of Players: 1
Available: August '90

Battle the enemy:



In the Cities.



In the Wastelands



Under the Sea

In Low G Man you are a mercenary star soldier who was called in to restore peace to a once peaceful robot producing exploration planet. At one time it was like many others with large cities, calm oceans and beautiful sunsets. But then, without warning, THEY came. Swiftly and unmercifully they took over the planet. That's where you come in. It's your job to defeat the aliens and restore peace.

It's no easy task as the aliens are everywhere but as you progress through each vertical and horizontal landscape you can use the aliens own power-ups against them. You'll need them all too as the alien bosses are nearly indestructible!

NEW TECHNIQUE! Battle the Aliens!

Shoot the enemy to stop them in their tracks!



Now jump above the opponent!



And finish them off with your spear!

Get New Transportation and Attack!!



Multi-Purpose Walker



Rocket Hovercraft



Spidercraft

Power-Up Your Standard Weapons



Fire Star



Boomerang

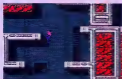


Laser Wave

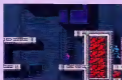


Grenade Bomb

Rescue Prisoners for Extra Power



Power Jump - Increase height



Restore Energy - Increase stamina



Double Fire - Increases shot



Each level is filled with a variety...



Powerful Enemy Soldiers



...of opponents and powerful weapons!

Improve Your Skills on the Mini-Bosses at the End of each Level



Mini-Boss 1-1



Mini-Boss 1-2

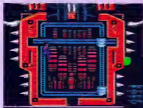


Mini-Boss 2-1



Mini-Boss 2-2

The World Bosses are the Most Powerful!!



IRONHEAD

The first Boss is two screens high and is protected by roaming electrodes. Shoot them to freeze and then go up and fire at his head!



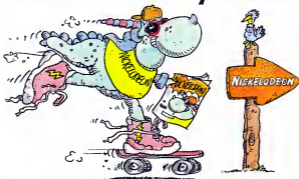
The third portion of each level in Low 'G' Man provides the battleground for some of the most ultimate super-Bosses ever to appear in a video game! These mechanized monsters tower the Taxan super-hero, rising sometimes as high as four screens tall! Different target areas must be eliminated in each of the Bosses, making

Low 'G' Man's mega-enemy encounters play much more like a search-and-destroy mission as opposed to a standard one-on-one.

SUBMARINE

Blast your way through the enemy submarine below the ocean! You must find the goal before you can attack!

HEY! Now you can have Nickelodeon anywhere.



It's a Magazine...It's a Club...It's a Store.

THE NICKELODEON MAGAZINE

Month after month Nick Magazine brings you the coolest stuff about:

Your Favorite Celebrities—Hear what they have to say and see which one gets slimed next.

Game Zone—The toughest mazes and word bends around.

Nicktoons—Featuring comics like Park Avenue and Flat Cat. Check 'em out.

Nick Rocks—A rock 'n' roll photo quiz with the freshest groups.



THE NICK CLUB CARD

Don't Grow Up Without It!

Your own 3-D hologram card will get you special offers or discounts at these places.



NICK



"TCBY"

The Country's Best Yogurt.

AND MANY MORE TO COME.

THE NICK STORE

Get special "Kids Only" prices.

Each month you can order the coolest books, compact discs, cassettes, videos, posters, hard to find Nick hats, t-shirts and other great stuff.



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Signature _____

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Kid's Name _____

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The system that brought you *Legendary Axe*™ / Video Game of the Year...

VIDEO GAMES AND COMPUTER ENTERTAINMENT
VIDEO GAME OF THE YEAR

SCORE: 00000000
ZONE: 6

Legendary Axe™ Video Game of the Year! Take on the great Jagu in the year's hottest adventure!
First-rate axe-swinging action, awesome true-color animation

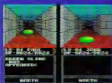


DOUBLE DUNGEONS

FACT -FILE

Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: 2 Meg
Number of Levels: 26
Theme: Maze
Difficulty: Average
Number of Players: 1 or 2
Available: July 1990

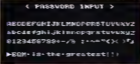
Play Solo or with a Friend



Have you ever thought what it would feel like if you were a rat inside of a maze? You know, that helpless feeling of running around in circles with no idea where you are going or where you've been. Well, NEC's new game - Double Dungeons will soon have you in such a predicament. It's such a great feeling that you may also want to share it simultaneously with a friend.

Enter into the first person perspective and try to find your way out. Battle with monsters in your quest and stop in the shop (if you can find it) to pick up needed weapons.

Passwords Send You Deeper Into



Find the Buy & Sell Shops!



Snake



Spider



Green Slime

Take on the Creatures and Demons in the Corridors!

As you explore the depths of the Double Dungeons, a wide cast of creatures will appear and try to end your journey! Use your sword, shield and



Hawk



Giant Bee



Giant Leech



Magician



Skeleton

Brings you Bonk's Adventure,[™] Final Lap Twin,[™] Cybercore,[™]...



Final Lap Twin[™] Drive like never before through 20 courses!
arcade smash, split-screen viewpoint



Bonk's Adventure[™] Bonk through 5 prehistoric worlds!
thrilling adventure, zany power-ups



Military Madness[™] Maneuver your troops in strategic battle!
32 stages advance in difficulty, on-screen manual



Cybercore[™] Shoot swarms of giant killer insects! 8 stages of
attacks, huge mutant bosses



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Bonk's Adventure[™] is a trademark of NEC Corp.
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Military Madness[™] is a trademark of NEC Corp. © 1988 Hudson Soft.
Cybercore[™] is a trademark of NEC Corp. © 1988 Hudson Soft.

NEC

SPATTERHOUSE

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx-16
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: August '90



Until now you never had to be afraid when you picked up your Turbo controller! Welcome to the creepy and cold world of Splatterhouse! This game has been adapted from a little-seen arcade effort that drew a lot of attention due to its R-rated graphics of a butcher knife-wielding Jason clone. In the Turbo translation, as in the arcade, this unlikely hero fights his way through seven levels of monsters and zombies in front of

pulsating backgrounds. While the Turbo version of Splatterhouse has been toned down (you're no longer carrying a knife, and a lot of the gore has been removed), it is still a unique derivative from the run-of-the-mill action/adventure mold.

The storyline uses the familiar "girlfriend got away" theme that has our hero punching, kicking and smacking his way through ghouls and ghosts who turn into pools of muck when killed.

Although the story may sound

familiar, the bizarre cast of creatures is not. Your opponents do every thing from detaching their heads from their bodies to spitting acid like vomit from their necks. Creatures attack while hanging from their neck and other monsters appear from the bodies of enemies you've already killed! Can you rescue the girl and escape the Splatterhouse?



At the end of the first level you must battle the giant leeches that appear from dead corpses!



Enter the room of chaos at the conclusion of level two! The furniture comes alive and attacks!



The third Boss comes after you with dual chainsaws! Stop him before he cuts you to ribbons!



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Bloody Wolf™ Infiltrate enemy lines to rescue hostages!
arcade hit, 8 dangerous stages and bonus games



NEC

SPLATTERHOUSE



GAME LEVELS

Level Two, like all future rounds, breaks up into different paths.

Grab your shotgun and blow some zombie heads off!



Mirror, mirror, on the wall... look out for what's behind there!



Spills fill the hallways and the paintings come alive!



It's the Princess! Or is it? Things aren't always what they seem!



KNOCK OUT THE EVIL MONSTERS!



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Ys II Wield the magical sword against demonic forest! 6-level action/adventure, spectacular CD quality



Ys Book I & II Destroy Evil in this role-playing epic! Incredible CD sound, depth and intensity



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R-Type
Gungo '90
Space Harrier
Final Lap Turb
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Adventures

The Legendary Axe
Keith Courage in Alpha Zones
Bank's Adventure

Action

Chien Menrier
Alien Crush
Par-Land
Cratermass
AJ and Jeff

Shooting

Blazing Lasers
Fantasy Zone
Drfyne
Deep Blue
Cyberzone

Driving

Auto Roader
Victory Race

Role-Playing

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Ys II

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Splinterhouse
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Blit Alert
Earls of the Rising Sun
Final Zone II
Magical Detective Turb



NEC



FACT-FILE

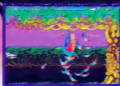
Manufacturer: INTV
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: Now

THE GALAXY EXPLODES INTO WAR!!

The Genesis is fast shaping up to be one of the hottest game systems around, partially due to the incredible games it plays. Shooters, in particular, have been rendered especially well, with *Thunder Force 2* testifying to the fact.

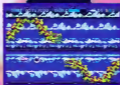
The first true side-scrolling shooter to appear since *Thunder Force 2*, INTV Corporation's *CURSE* invites you to enter an all new world filled with scrolling alien backgrounds and powerful enemy ships.

The action in *Curse* is broken up into five different levels. Although the layout of each level is determined by the background obstacles, the wide cast of attacking vehicles definitely adds to the challenge. Power-ups increase the available types of weaponry, and large Boss characters, capable of withstanding an incredible number of hits, divide each level of play.



FIRST BOSS

The alien war bird is the first super enemy you'll encounter. As he flies up and down, the bird shoots multi-colored feathers in every direction! Dodge or shoot these to get a shot at the bird!



SECOND BOSS

Pairs of snakes appear at the conclusion of the second level! These monsters must be hit repeatedly to eliminate them. Four sets of snakes appear before the round ends.



THIRD BOSS

This strange creature lumbers out at the end of the third round. A long arm fires a spread of shots while the vulnerable underside remains exposed. Strike at this point and avoid the bullets.

W - Wave Shot



A barrage of power is released in a wave-like fashion!

V - Barrier Shot



Releases destructive shields in a spread across the screen!

C - Cluster Shot



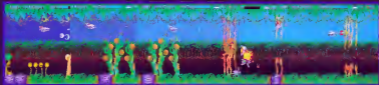
Fires a single shot that explodes into multiple shots!

M - Missile



Adds a homing missile to the fighter's range of weapons!

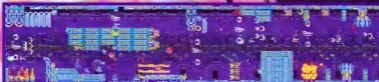
ROUND 1



ROUND 2



ROUND 3



In addition to the Curse fighter's normal weapons, there is a special super shot that destroys all enemy ships on the screen at once! Only one smart bomb blast can be used per ship per round, however, so use them wisely!

S - Speed Up



Collecting these power-ups will upgrade your speed!

E - Restore



Returns lost shield energy for extra protection and hits!

Option Module



Can be added to ship and rotated for directed firepower!

There are seven special power-up options that appear in containers that float onto the screen. By retrieving these power-ups in succession (changing your weapon lowers its effectiveness), the fighter becomes more powerful!

Super Monaco GP

FACT-FILE

Manufacturer: Sega
 Machine: Genesis
 Number of Levels: N/A
 Theme: Driver
 Difficulty: Average
 Number of Players: 1
 Available: August '90



Super Monaco GP represents the first high speed driving game available for the Sega Genesis. Adapted to the coin-op sequel of the same name, the 16-Bit home version of Super Monaco not only features the familiar sights and sounds of the arcade, but also throws in a slew of new screens, options and features for exhilarating driving action.

The goal, as in most racing games, is to beat out a field of opponents and cross the finish line first. Besides porting over most of the good looks of the arcade version, however, this Super Monaco GP also features pit stops, a winner's circle, and digitized graphics not found in the arcade original!



BLAST PAST THE COMPETITION IN THE ULTIMATE 16-BIT RACE OF YOUR LIFE!!!

PICK YOUR CAR!!!



In the winner's circle, prizes are given to all racers.



DIGITIZED GRAPHICS!!!



Change your tires, different gas, and more at the pit!



Only the power of the mind can
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The ancient land of Daedalus is governed by symmetry and time. It is a land, where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To master Daedalian Opus™ is to achieve the art of victory.

Daedalian Opus™ (dī-dā 'lō-ən ō'pas)



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AFTER BURNER

PART TWO

FACT -FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 23
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: July 1990

The Ultimate In Aerial Combat!!

TAKE OFF!



Take off in the fastest fighter ever created. It's you against hundreds of enemy jets and overwhelming odds. You have all the latest weaponry, but do you have the skill to survive and win the war?



REFUEL

Use your missiles sparingly to conserve your supplies.



BARREL ROLL TO SAFETY!



In rounds 8 and 17 earn bonus points by sinking enemy bases.

BONUS!



LOCK ON!

Fly high or low, bank left or right, or do a full barrel roll to avoid enemy detection!

DIGITIZED INTRO AND ENDING SCREENS!

WATCH OUT!

Check your radar often as the enemy many times comes from behind. Kick in your afterburners to escape!



MISSION COMPLETE

An encore performance!



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knocked the wind out of
you; this one will blow
you away!**

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DOUBLE DRAGON 双截龍

FACT -FILE

Manufacturer: Tradewest
Machine: Gameboy
Cartridge Size: 512 k
Number of Levels: 4
Theme: Action
Difficulty: Average
Number of Players: 1
Available: July 1990

WEAPONS



Tradewest had a mega-hit a while back with their NES version of Double Dragon. Now they have shrunk this cart down to Game Boy size and even though it is only black and white it still captures all of the excitement and thrills of its NES big brother.

Once again you assume the role of vigilante Billy Lee and you must rescue your girl from the clutches of the gang leader and also make the streets safe for the people.

Unlike other Game Boy titles which offer either great graphics or decent gameplay, Tradewest's Double Dragon does both! Can you make it through the four intense levels of fast and furious punch and kick action before the Shadow Boss takes over?

BOSSFISH



Square off against Abobo in Level 1!



Take on Chintai in Level 2!

LEVEL ONE



The battle begins in the streets of the city. Use the weapons you find along the way

LEVEL TWO



Climb up the ladders to the top of the building. Throw the enemy off the narrow ledges.

LEVEL THREE



Level three takes you from the asphalt jungle to the real thing. Be careful on the broken bridge

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Control the Most Powerful Tank in the Universe!!

New from Asuka Technology is Cosmo Tank for the GameBoy system. Cosmo Tank introduces fast-action tank combat in both first-person and overhead perspectives. Three different modes, including head-to-head with another GameBoy linked up, Training against a constant supply of enemy targets, and Quest, where a huge adventure filled with graphic/text intermissions and a specific goals must be overcome to conquer a planet.

The Quest Mode, which is where the real game is played, has a perfect blend of action and adventure, with cool GameBoy graphics and nice game play!

BLOW UP THE CORE OF A PLANET IN COSMO TANK!!



Begin the Quest

Begin the Cosmo Tank mission by invading enemy territory with your super weapon! Locate the entrances to the underground Power Core and knock out the aliens who guard them!



FACT-FILE

Manufacturer: Asuka Tech.
Machine: GameBoy
Cart Size:
Number of Levels: N/A
Theme: Shooter/Adventure
Difficulty: Average
Number of Players: 1 or 2
Available: August '90

Prepare for Battle

Practice your shooting skills in the Training Mode. You're attacked from all sides, with no way to escape...how long can you survive the enemy attacks for a higher ranking?



Get New Orders

Allied bases are strewn across the broken landscape. Locate these pivotal positions and dock for extra energy, weapons and advice from your superiors. Follow their orders to proceed to subsequent Core tunnels!

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From deep outside the galaxy distress signals have been sent from the dozens of colonies that line the outer reaches of the solar system. While reports are sketchy, it appears that alien life forms have invaded the planets and the transports that orbit above them, killing off crews and endangering the colonists. It is your job to assemble a team of troopers to go and put an end to this crisis!

Lynx Xenophobe is an expanded version of the classic coin-op that featured ravenous reptilians out for blood. In this version you can Com-Lynx the systems together to give independent vantage points for each participant (unlike the arcade which had a screen split horizontally three times). Explore each station, collect weapons and blast the monsters out of orbit!



With 100% bonus points and almost your name back from the one of the best computer games ever, you are invited into space!

XENOPHOBE™

Retrieve Bonus Items!

Scattered throughout the ships and stations you will visit in Xenophobe, there are all kinds of bonus point awards. Accumulate higher scores by collecting as many of these items as possible as the bonus points will be carried over from level to level!



Upgrade Your Weapon!

In addition to bonus point items, there are also several types of weapons that can be retrieved. Most of these power-ups will be an improvement over the standard pulse rifle, but most have some types of weaknesses that offset some valuable features!

Get Out Alive!

As the action heats up, you'll encounter even more alien nasties! Also, many of the locations you occupy will be ready to blow and only a limited amount of time will remain before the alien takeover becomes complete!



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This Month's Game...

SUPER MARIO BROS. 3

1. Larry Moreno 780,910

- | | | |
|------------------|---------|--------------------|
| 2. Steve O'Brien | 762,380 | Los Angeles, CA |
| 3. Bret Williams | 701,000 | Nashville, TN |
| 4. Norman Scipek | 699,940 | Sunnyvale, CA |
| 5. Billy Davies | 467,110 | Ft. Lauderdale, FL |



Send Scores For...
Ninja Gaiden 2
All entries by August 31

Game	System	Score
Abadox	Nintendo	88,000
After Burner	Nintendo	14,335,970
Air Diver	Genesis	21,946,300
Allen Crush	TurboGrafx	75,629,000
Bad Dudes	Nintendo	347,000
Blazing Lasers	TurboGrafx	23,457,020
Bonk's Adventure	TurboGrafx	22,130
Burai Fighter	Nintendo	100,000
Cyber Core	TurboGrafx	239,100
Double Dragon 2	Nintendo	116,080
Golden Axe	Genesis	Finished
Ghouls & Ghosts	Genesis	728,800
Legendary Axe	TurboGrafx	4,246,450
Ninja Gaiden 2	Nintendo	100,000
P.O.W.	Nintendo	311,500
Rambo 3	Genesis	1,260,100
Rampage	Master System	744,865
Revenge of Shinobi	Genesis	2,408,100
Sky Shark	Nintendo	1,043,570
Space Harrier 2	Genesis	30,721,000
Super C	Nintendo	100,000
Super Mario Land	GameBoy	999,990
Thunder Force 2	Genesis	1,873,100
Truxton	Genesis	100,000

Player

Mike Miller
Jeff Yonan
Corey Miller
Steve Ryno
Mark Winters
Brandon Fish
Lynn Finley
Target Score
Mason Samson
David Wright
Justin Cornette
Jason Prince
Brandon Fish
Target Score
David Wright
Tony DeSilvey
Max Rockafellow
Tony DeSilvey
Jeff Yonan
Lee Venticicher
Target Score
Brent Gustafson
Rob Siegmann
Target Score

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Rules - All scores on Ninja Gaiden 2 must be received by August 31, 1990. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms an accompany a legible photo of said score. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, IL 60148 for an official entry form.

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GAME OVER!

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One of the best endings even to appear in a video game is displayed at the conclusion of Tecmo's *Ninja Gaiden*. Ryu Hayabusa, the Dragon Ninja finds his father in a demonic trance from the evil Jaquilo. Only after breaking Jaquilo's spell does your father realize who he is, giving his life to save yours. Facing Jaquilo unleashes a lunar eclipse which releases the most powerful of all demons! Defeat the monster and peace returns...for now!



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